

A case against WFIRST CGI polarization aberration compensation

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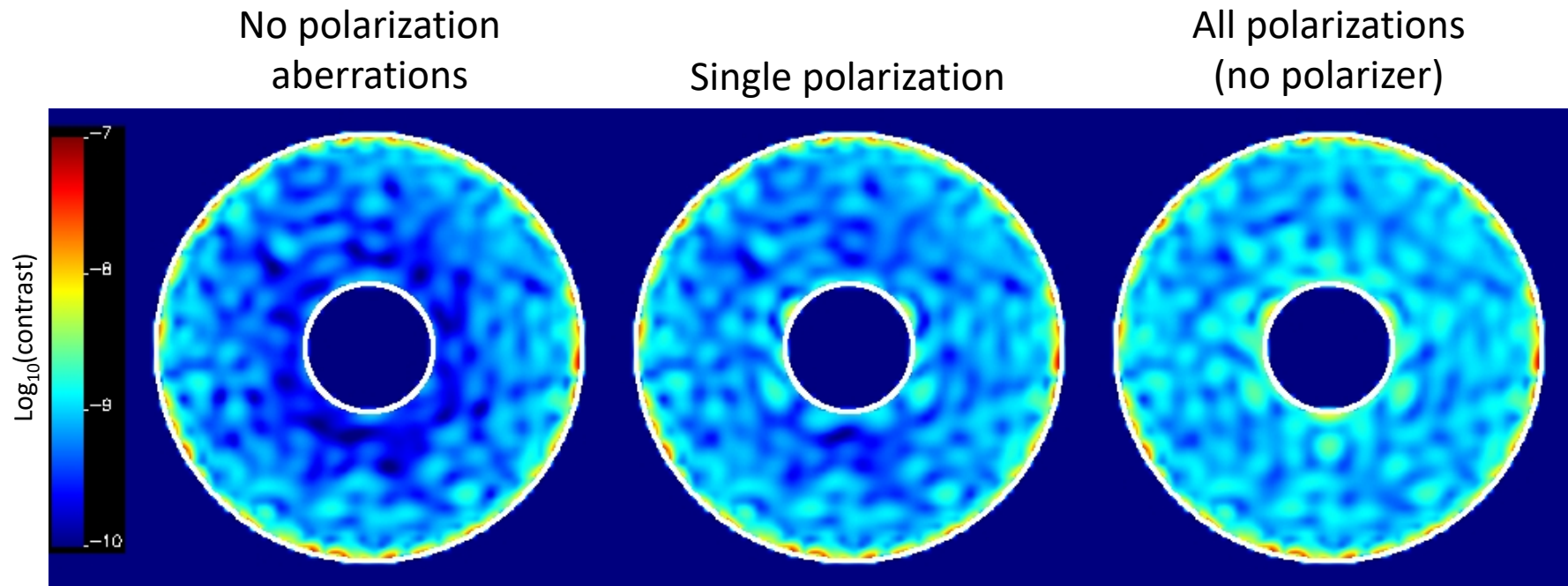
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Numerical Modeling

- Uses most recent testbed HLC design (HLC 20180925) for current WFIRST pupil
 - 10% bandpass centered at 575 nm
- Uses full system model with surface errors on each optic
- Uses polarization aberrations for Phase B TOMA computed by Jim McGuire using Code V
- EFC run for each polarization case
 - no polarization errors
 - X polarization
 - All polarizations
- No modelling uncertainty factors applied

HLC 20180925 (10%, $\lambda_c = 575$ nm)

Each result is after running EFC; no jitter

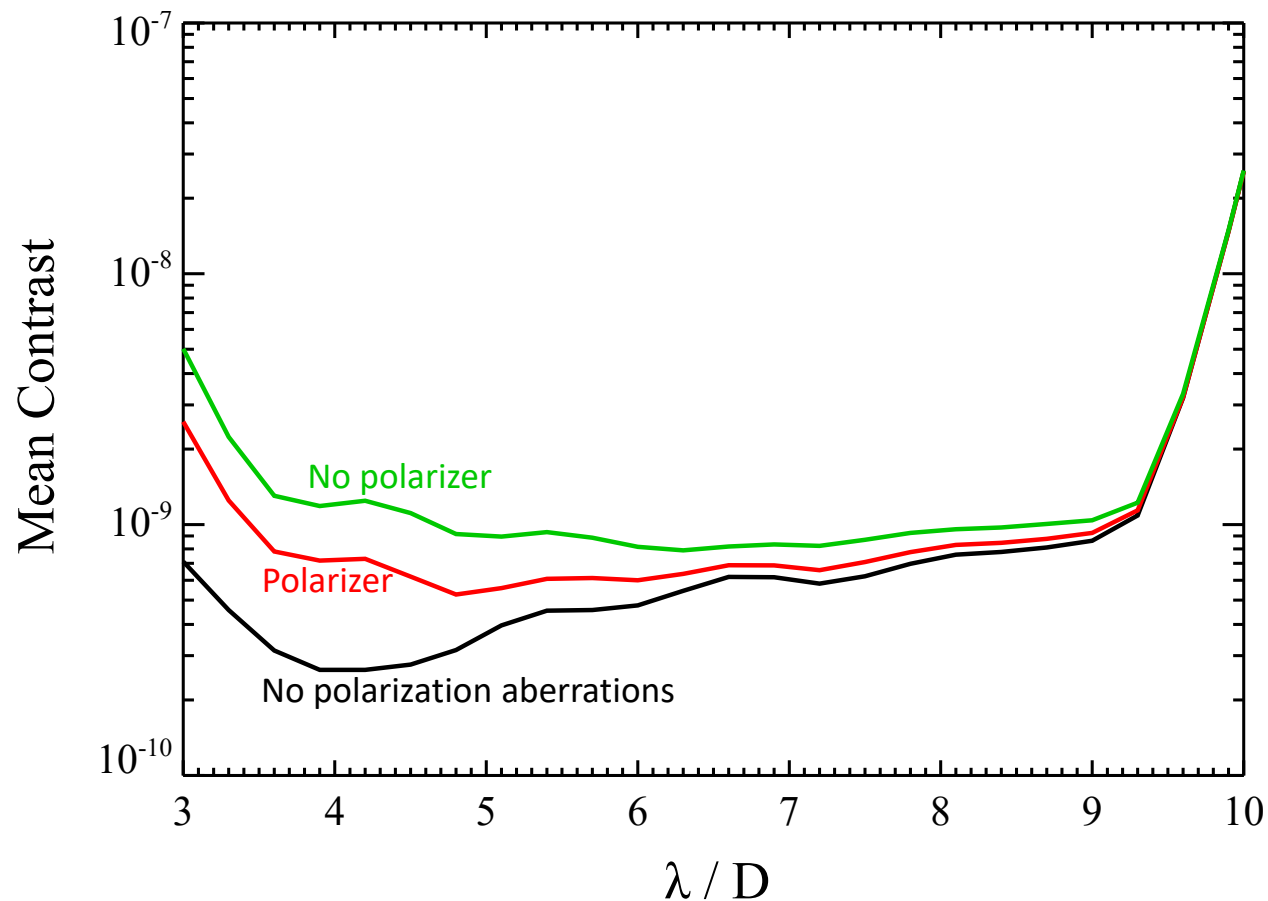


Circles are $r = 3$ & $10 \lambda/D$

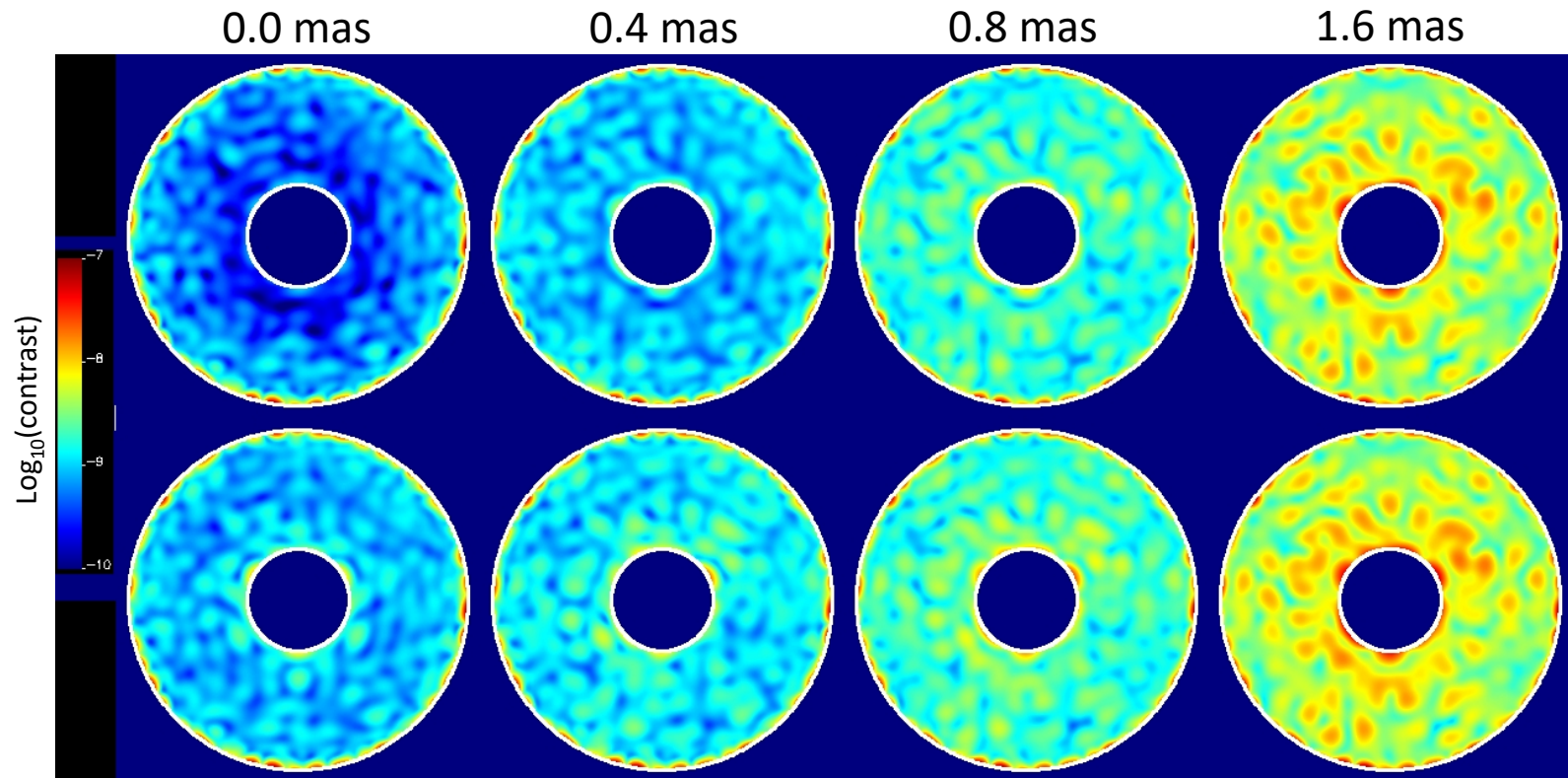
	$3 - 4 \lambda/D$	$4 - 9 \lambda/D$
No pol errors	0.4×10^{-9}	0.6×10^{-9}
Single polarization	1.2×10^{-9}	0.8×10^{-9}
No polarizer	2.2×10^{-9}	1.0×10^{-9}

HLC 20180925 (10%, $\lambda_c=575$ nm)

Each result is after running EFC; no jitter



HLC 20180925 (10%, $\lambda_c=575$ nm)
Each result is after running EFC; with jitter



Conclusions

- In the absence of any other factors, the difference in a polarizer-free system between perfectly-polarization-compensated contrast and uncompensated contrast is only significant out to $\sim 5 \lambda/D$ and is dependent on the unlikely ability to achieve as deep a contrast in real life as the models predict (not shown in the testbed)
- In the presences of other factors, notably jitter, the difference between these states quickly becomes negligible
- The application of modeling uncertainty factors does not alter these findings, since polarization aberration effects and jitter both would increase, and a significant uncertainty factor would need to be applied to the compensator
- The conclusion is that a polarization compensator in WFIRST CGI is not warranted